

How to MAKE SPRITE PROGRAMS You OWN

By Peter Ross

Have you ever wanted to make your own graphical game like Dawn Patrol?
When you use Basic, it is too slow to move the characters on the screen.
If you use Trent Georges *SPRITE EDITOR*, you can make a simple game in a few hours.

First load the *Sprite Editor*. This tape has two different screens.

Screen 1 is the low resolution, it has a screen where you draw your sprite.

Screen 2 is high resolution, it gives you a demo of your sprite of how it will look.

Use the controls next to the view screen to draw the sprite.

After you have assembled it PRESS X for a demo, PRESS X again to go back to low resolution screen.

When you are fully satisfied with your sprite, Press SHIFT and 8, this will wipe the sprite editor, so you can start typing your game.

The first line of any Sprite Program must be;

```
10 POKE 30362,0 : POKE 30863,124
```

Now you can type in your background, it can be mazes, grids, etc.

It is a good idea to draw your background first on some graph paper.

Once you have typed in the background and want the sprite to appear again, type in ;

```
30 POKE 31631,2 : D=USR(256*X+Y) : POKE 31631,0
```

X and Y are the positions where you want the sprite to appear.

Now type in;

```
40 D=USR(-1)
```

This line will update the position of the sprite, if the keyboard or joystick has been operated.

Now consult the "Sprite Editor Book" that comes with the tape for;

Changing sprites

Collision testing

Aim & Fire testing

